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THE ENVIRONMENTAL IMPACT OF FESTIVALS:  
AUDIENCE TRAVELBEATS

HUMANEGO: THE AFRO HOUSE MAESTRO DRAWING  
INSPIRATION FROM GLOBAL BEATS

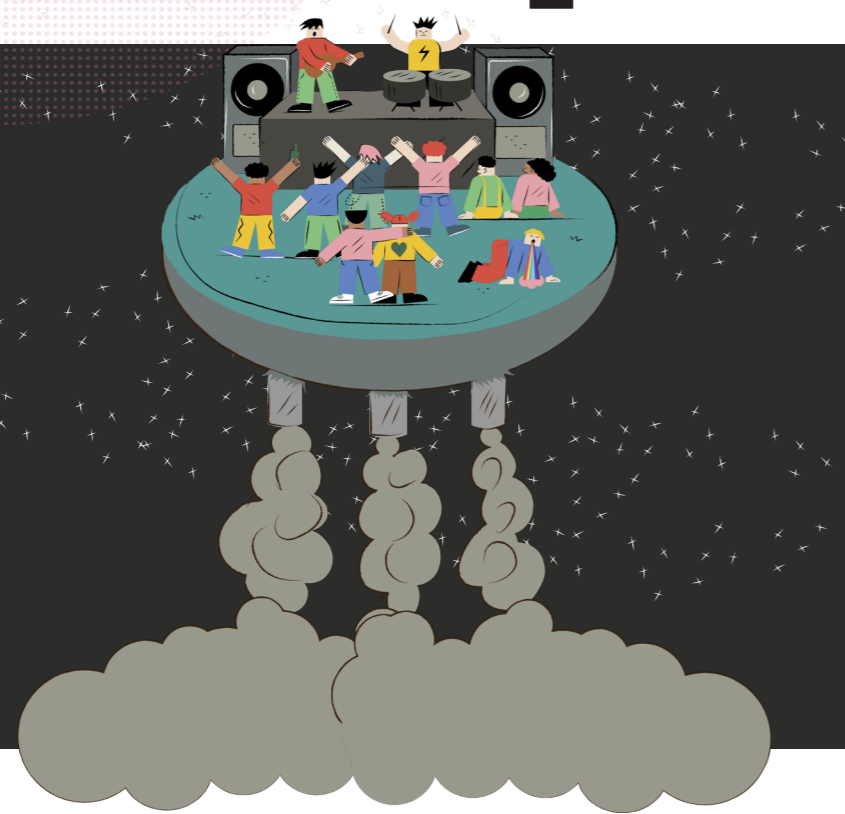


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# ABOUT

Magnetic Magazine is an online publication specializing in music and culture featuring interviews, premieres, mixes, charts, gear reviews, industry news, op-eds, and more. Magnetic focuses on the cutting edge and is the perfect intersection of electronic, indie, and hip-hop.

Founded in 2011 by BPM Magazine founder/publisher, David Ireland, and editor Rob Simas, Magnetic was designed to move in real-time. The content is an ever-evolving amalgamation of what our editorial team considers to be fresh, disruptive, and inspiring.

Magnetic delves deeper into the notions and politics of what modern music has become and what's next. The perfect junction between culture and music, diving into topics such as sustainability, travel, camping, and festival life.

The seasoned voice within these cultures featuring journalists that have been there since the beginning, while also giving fresh perspectives from a new crop of opinion leaders. The future is being written, and Magnetic was created to document it. We'd like it very much if you'd join us. Become part of our dialogue.

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# HUMANEGO:

## THE AFRO HOUSE MAESTRO DRAWING INSPIRATION FROM GLOBAL BEATS

Unravel the journey of HumanEgo, the Afro House music sensation, who takes global influences to create unique electronic soundscapes.

EGOR NEGIN,

the mastermind behind HumanEgo, isn't your run-of-the-mill electronic music producer. He's an embodiment of Afro House and a mosaic of global inspirations. From the beats of Africa to the deep echoes of Baikal Lake's Buryat throat singing, his music is a confluence of diverse

### HUMANEGO'S AFRO-CENTRIC ODYSSEY

The rhythm and heartbeat of Africa came alive for HumanEgo during his travels in 2014-2015. His encounters with the Masai tribe left an indelible mark on his musical soul. But Africa wasn't the only muse. The indigenous throat singing of the Buryat people, nestled by Baikal Lake, added a unique layer to his tracks. Combine this with a dash of techno and the gentle tinkle of piano arpeggios, and you get the signature sound that's unmistakably HumanEgo.

But his artistry doesn't stop there. Music enthusiasts might've caught him on MTV, while festival-goers might recount his memorable performances in Russia or the glitzy stages of the UAE. Today, Dubai's music scene is abuzz with his "UNISON FRNDS" club events, not to mention the airwaves that resonate with his monthly Afro House beats on DiFM.

### FROM HUMBLE BEGINNINGS TO AFRO HOUSE

It all began with innocent piano lessons during his childhood. Little did he know, those keys would be the stepping stones to grand stages and throbbing beats. His stint at MTV wasn't just a job; it was an immersion into the world of music, a prelude to his DJ and producer days.

When it comes to experimentation, HumanEgo doesn't hold back. Why stick to the status quo when there are so many melodies to explore? Case in point: his track "What the Steppe Is Silent About." It's not every day you find Buryat throat singing seamlessly weaving into electronic beats. And just when you thought he's done it all, whispers in the industry hint at a collaboration with a Georgian choir. Intriguing? Absolutely!

If there's a secret potion to his creative genius, it's those magical pre-dawn hours. It's when the world is asleep, and the universe whispers its secrets, fueling his imagination. One might wonder, what sets HumanEgo

It all began with innocent piano lessons during his childhood.

apart in a sea of artists? It's his uncanny ability to produce music that's perfect for a tranquil beach sunset and a pulsating club night. Whether you're a lone dancer letting the waves kiss your feet or amidst a sea of festival-goers, his music promises a transcendental experience.

And for those who think it's too late to chase their dreams, HumanEgo's story is a beacon of hope—starting a music career at 44 and dropping a debut EP at 46? It's never too late to dance to your own rhythm.

His latest EP, "If I Were..." is a testament to his African sojourns. It's where electronic beats embrace classical instruments and ethnic vocals, producing a soulful blend of

### CONCLUSION

HumanEgo stands as a beacon of originality in the vast universe of music. He's not just an artist; he's a story, a journey, and a testament to the magic that happens when diverse worlds collide. As he continues to craft his legacy, one thing remains certain: his music will always be a bridge between worlds, an ode to unity in diversity.

It's not every day you find Buryat throat singing seamlessly weaving into electronic beats.

BY MAGNETIC





# RETHINKING

## THE ENVIRONMENTAL IMPACT OF FESTIVALS: AUDIENCE TRAVELBEATS

A recent study by A Greener Future challenges conventional wisdom about festival carbon footprints, revealing that audience travel accounts for an average of 41% of emissions, not 80% as previously thought. The report calls for broader sustainability measures, including food and drink choices, artist travel, and waste management, to create more eco-friendly festivals.

### IN RECENT YEARS,

the drumbeat for environmentally conscious gatherings has grown louder, particularly in the festival sector. Previously, it was widely believed that audience travel was the single most significant contributor to a festival's carbon footprint, accounting for over 80% of emissions. This statistic has long been the cornerstone of sustainability discussions within the industry. However, a groundbreaking new study by A Greener Future (AGF) upends this narrative, offering a more nuanced picture of festival carbon footprints. The research suggests that the issue is far more complex, and there are multiple areas where festival organizers can make a substantial difference.

### UNPACKING THE EMISSION SPECTRUM

For many years, festival sustainability reports predominantly focused on the carbon footprint resulting from audience travel. These assessments often didn't consider other emissions sources, such as food and beverages consumed during the event, materials used in the production, or transportation of artists and suppliers. According to AGF's new study, when considering a broader Scope 3 emissions evaluation, audience travel's contribution drops to an average of 41%. So where does the rest come from? Food and beverages make up 34% of the emissions. Artist travel, supply chain transport, and resource utilization fill up the rest, thus painting a fuller, more complicated picture of festival emissions.

### THE PITFALLS OF LEGACY ASSESSMENTS

The older, more traditional approaches to evaluating a festival's carbon footprint may have inadvertently contributed to skewed sustainability strategies by ignoring key emissions sectors. The new AGF report is revolutionary because it includes these overlooked sectors and offers an integrated view. In doing so, it illuminates a series of actionable items that event planners and stakeholders can address to reduce their environmental impact significantly.

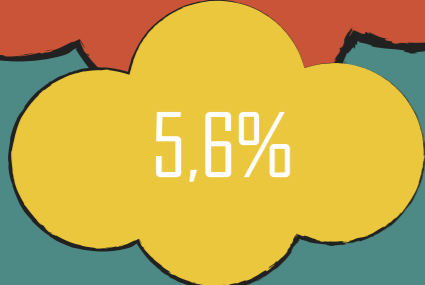
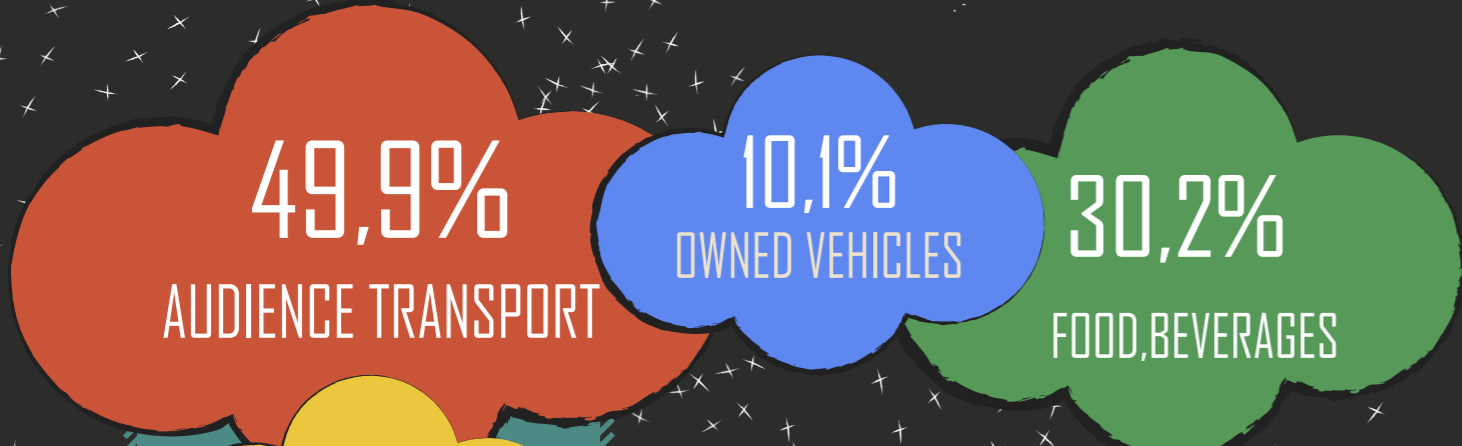
### A HOLISTIC APPROACH TO SUSTAINABILITY

Claire O'Neill, AGF's CEO, emphasizes that adopting a multi-faceted approach to sustainability is essential. For example, focusing exclusively on audience travel or waste management offers a limited perspective that misses broader environmental impacts. The AGF report stresses the importance of involving agents, artists, promoters, and suppliers in the journey towards sustainability, from minimizing touring impacts to implementing circular supply chain services.

### CONTEXT MATTERS: THE IMPORTANCE OF TAILORING SOLUTIONS

While the report offers averages, it also warns against a one-size-fits-all mindset. Data indicated that emissions from audience travel varied widely, ranging from as low as 18% to as high as 76% of a festival's total footprint, depending on its nature, scale, and location. For instance, urban non-camping events typically had lower resource consumption but higher day-trip travel emissions than rural camping events.





Production and third party transport.



Purchased production materials  
Serveware (excl reuse).



Crew transport.



Energy use



Waste, water, sewage

### MOVING BEYOND THE CARBON NARRATIVE

Carbon footprints are undeniably crucial, but they aren't the whole story. The AGF report reminds us that the conversation must be broadened to include other environmental factors, such as resource depletion, land use, and air and water pollution. It also recommends incorporating biodiversity assessments and Net Positive strategies as core components of a festival's ethos, making sustainability multi-dimensional.

### FUTURE OUTLOOK AND COLLABORATIVE ACTION

To make truly sustainable festivals a reality, collaborative action is key. A Greener Future is now inviting industry stakeholders, from festival organizers to sustainability nonprofits, to participate in the next phase of their research.

With increased data collection and improved accuracy, the industry can look forward to more effective, scientifically-backed sustainability measures. By acting on this richer, more nuanced understanding of festival emissions, the industry has a golden opportunity to become a leader in environmental stewardship, setting an example for other sectors.



BY WILL VANCE

Managing Editor at Magnetic Magazine - Former Marketing Manager at the Hyperbits Masterclass - Writer, Content Strategist, Music Producer, and Record



# A FRESH

LOOK AT MONOS' EVERYWEAR LINE:

THE ALGARVE COLLECTION

# airy



## SPOTLIGHTING THE TRIO

BY MAGNETIC

**D**ive deep into Monos' latest addition, the Algarve Collection, capturing the essence of the iconic Portuguese coast, perfect for your laid-back moments.

It's about those timeless essentials—those pieces you reach for, time and again. Monos, ever acclaimed for its artful marriage of design and top-tier quality, brings forth its next marvel: The Algarve Collection for its Everywear clothing lineup.

**Unraveling the Algarve Collection** *Inspiration Drawn from Scenic Coasts:* At the heart of this line lies the allure of Portugal's Algarve shoreline. Think pristine sands, tranquil waves, and the gentle caress of the summer breeze. This spirit is translated into the collection, coming alive in four versatile shades: White, Black, Cliff Stone, and Dune Grass.

### ALGARVE SHORTS:

- Defines airy comfort.
- Knee-length, straight cut design promises an elevated aura.
- Blends minimalism with a relaxed fit, thanks to the elasticated waistband.

### ALGARVE SHIRT:

- Boxy yet flattering.
- Features such as the classic point collar and a concealed button placket culminate in a stellar piece.

### ALGARVE SHIRT DRESS:

- The charm of a shirt meets the elegance of a dress.
- Offers myriad styling avenues; from standalone grace to a chic cover-up.
- Elbow-length sleeves and thoughtfully placed pleats enhance the overall appeal.

## COMMITMENT BEYOND DESIGN

Monos isn't just about aesthetic allure. It stands firm on ethical grounds too. The materials speak of premium quality, with the OEKO-TEX® certified 100% washed linen ensuring a seamless drape and soft touch. Sustainability isn't an afterthought. The Algarve Shirt and Shirt Dress adorn corozo buttons, nature's gift from the tagua palm.

## GET YOUR HANDS ON ALGARVE

Eager to embrace this collection? It awaits you exclusively at Monos.com and their Vancouver store. With a price bracket between \$95 and \$145, your color choices include White, Black, Cliff Stone, and Dune Grass.

To keep the pulse on Algarve and other exceptional Monos offerings, engage with them on Facebook.com/MonosTravel and @MonosTravel across platforms like X (formerly Twitter), Instagram, Pinterest,

"Monos isn't just about aesthetic allure. It stands firm on ethical grounds too"

## CONCLUSION

Monos reaffirms its reputation, weaving meticulous design into superior quality. The Algarve Collection isn't just attire; it's a lifestyle statement, echoing the brand's essence of crafting fewer, finer things.



## FAQS

**Where can I purchase the Algarve Collection?** Available exclusively on Monos.com and their Vancouver retail outlet.

**What's the price range for the Algarve Collection?** Priced between \$95 to \$145.

**Are there any sustainability efforts in this collection?** Absolutely. The corozo buttons on the Algarve Shirt and Shirt Dress are 100% natural, sourced from the tagua palm.



# SEA OF STARS REVIEW:

## A RETRO-INSPIRED RPG FOR THE MODERN AGE

Sabotage Studio has struck gold again. After their 2019 hit *The Messenger*, they had big shoes to fill, and I'm happy to report that they have absolutely stepped up to the plate and knocked it out of the park.

ADAM PLANTENBERG SEP 17, 2023

### SEA OF STARS IS SPECIAL.

Inspired by SNES turned-based RPGs like *Chrono Trigger* and *Breath of Fire*, *Sea of Stars* is a party-based turn-based RPG with plenty of environmental puzzle solving in its fairly linear story. It doesn't run into the trap many RPGs run into that make you endlessly grind to get your level up to progress the story, making it a perfectly manageable 25-30 hours. Its story kept me engaged throughout with enough twists to keep you guessing combined with charming dialogue and a great cast of characters.

"I truly found the entire game to be quite endearing"

### STORY

You choose to play as one of two Solstice Warriors, *Zale* or *Velere*. These teenagers are born into their roles of being heroes, just as every Solstice Warrior has before them. Luckily, the story is not as straightforward as it seems at first glance. Yes, you will be tasked with saving the world from impending doom. Yes, it will take you to distant lands, and require you to meet a diverse cast of characters and force you to unlock your true potential. But along the way, it throws enough curveballs at you to stay interesting and I truly found the entire game to be quite endearing in an almost juvenile way. eyes, but also just in the whimsical nature of the world & characters around you. It makes it easier to digest the dark and heavy events unfolding in the story when each interaction



your characters have is tinged with such lightheartedness. I always love it when a game has "that moment" and I feel like this game has several which makes for some great conversations when talking with fellow players.

Progression through the story feels very organic, with its villains, characters, and world lore being rolled out throughout the game instead of a huge exposition dump in its first 5 hours. If you ever find yourself needing a refresher or a deeper understanding of the world and story, you can rest at a campfire and talk to your traveling companion who documents your travels. I love this and I'd love to see it implemented in more games moving forward. Final Fantasy XVI had a system like this on steroids earlier this year and I hope the industry continues to push towards this, especially as I become busier and have to return to games sometimes months later. Speaking of campfires, building one allows you to speak with Zale or Velere (whichever one you aren't playing as) and switch to controlling them. This is mostly a cosmetic change, as both characters interact in most dialogue scenarios, but still a nice touch.

## PRESENTATION

Sea of Stars is quite gorgeous. From its visuals to its animations and an incredible amount of small details. Every second that I spent in its world I was joyed to be watching my characters interact with the world around them. The 16-bit inspired pixel art is absolutely stunning. The resolution is super high and makes the art appear super crisp and it combines it with a lighting system that truly shines. And my oh my, the music. Yasunori Mitsuda, of Chrono Trigger fame, really popped off here. The music sounds both upgraded and beautiful but also just like you remember from the SNES days. It really is something.

There is a lot of exploration in this world that includes climbing up ladders, shimmying along cliff edges, and walking across tightropes. Each of these actions

"always look stunning"

is brilliantly animated down to even having unique tightrope animations for each character. My favorite is a ninja character that is so agile they don't even have to hold their arms out to balance on them. Each character you interact with has unique little animations and the main cast has even more care given to them. Grass and trees sway in the breeze and the water is surprisingly fluid & interactive. Battles take place directly in the world without a loading screen or dumping you into a pregenerated arena which adds to the interactivity of the world.

In classic Chrono Trigger fashion, you move between levels/zones on an overworld map free of combat but filled with a few side areas and they always look stunning.

## COMBAT

Sea of Stars really got its hooks in me with its combat. I enjoy classic turn-based RPGs, but I really enjoy when a combat system adds a layer of engagement or complexity on top. Sea of Stars doesn't reinvent the wheel in this regard, but it does do a few things to keep you engaged and utilizing all of the tools at your disposal. Each turn from both your party and the enemy offers you a timing-based chance to either inflict extra damage or negate extra damage from an enemy attack. Some of these are terribly hard to anticipate, but luckily they aren't necessary to leave a battle victorious, they just allow you to do so more quickly. Another neat wrinkle is that all your standard attacks regain a small amount of MP. This encourages you to consistently use your skills in addition to regular attacks during each combat encounter. Couple this with unlockable combo moves from your party and each battle felt engaging till the end of my playthrough.

Each enemy in battle has a counter about their head that tells you how many turns until they attack. This added a nice layer of strategy to each encounter. You can start each combat encounter with whichever character you want, allowing you to swap

between characters or attack with a certain type of magic/weapon type. This is especially nice because when enemies are powering up their special attacks. When an enemy is powering up a special attack, they have a host of damage types above their head along with the turn counter. If you do none of these types of damage by the time the attack goes off it will deal 100% damage. If you attack with only a portion of the damage types by the time the attack occurs, it will deal decreased damage. And the holy grail is if you deal ALL types of damage required before the turn timer reaches 0, the enemy will be interrupted and not able to use their special attack at all. This creates a nice risk reward to try and

## FINAL THOUGHTS

In a Summer/Fall that is absolutely stacked with great triple-A RPGs, I'm glad to report that Sea of Stars stands up there with the best of them. It is focused, charming, and a ton of fun. Sabotage Studio has successfully created an RPG that pays homage to the SNES classics while creating a space for itself among a crazy good year of games. Please go play this game.



### BY ADAM PLANTENBERG

When Adam isn't playing video games, he is listening to music. Music is a massive part of his life, whether it's crate-digging for music to use while DJing or setting the vibe while cooking dinner with his Fiancee. Dance music is where he feels at home, House and Techno to be specific, but he also enjoys reminiscing on the Punk Rock days of old.

